



THE MONK



HOME BREW

A conversion of FFXIV's Monk job,
for the world's greatest roleplaying game.

CONTENTS

This is unofficial Fan Content permitted under the Fan Content Policy. Not approved/endorsed by Wizards. Portions of the material used here are property of Wizards of the Coast.

©Wizards of the Coast LLC.

CREDITS

Brew by [u/CregALeg](#)

Created using [The Homebrewery](#).

Based on the [FFXIV to D&D Project](#) by [u/SilentSoren](#)

ART CREDITS:

[Original Cover Alts](#) by [u/AeronDrake](#) on Reddit

[Page Stains](#) by [/u/flamableconcrete](#) on Reddit

[Cover Art](#) by [VincyWP](#) on Deviantart

[Page 1 Art](#) by Square Enix

[Page 2,3,7,8,9 Art](#) by Square Enix

[Job Artwork](#) by Square Enix

Monk Icon by Square Enix

[Page 8 Artwork](#) by Square Enix [Back Cover Art](#) by Yusuke Mogi





MONK

One by one, the giant's fall, crushed by a single blow each from a highlander woman dressed in yellow. The last one, the largest of them all, rushes at her, brandishing a mighty warpick keen on spearing her. The woman dodges, the warpick striking the ground, and she leaps onto the weapon to strike the monster head, dropping it in a single blow.

All alone in a woodland clearing, a hrotghar man sits in meditation, a single phrase fixed in his mind as he ponders its meaning. His eyes snap open, new understanding clear in his mind, and he becomes keenly aware of the creatures lurking in the underbrush.

A viera man faces down his rival for the last decade of his life atop Gyr Abania's mightiest peak. He strikes first, lashing a flurry of blows and channelling all his strength. His rival crumples, devastated by the assault, and the viera man emerges victorious.

Capable of terribly destructive feats of power, yet with the restraint and wherewithal to know when to use it, monks transform their entire bodies into devastating weapons as they tread in the footsteps of Rhalgr the Destroyer.

MARTIAL DESTROYERS

Eorzea's monks train diligently to master a style of martial arts completely unique to the Fist of Rhalgr. This training is intense, pushing one's body to such extremes that few are considered to even become trainee monks. The martial art handed down through the fist is powerful and destructive, it is the control of one's chakras that sets monks apart from your commonplace tavern brawler or pugilist.

Chakras are the name monks give to the natural gates of power that regulate the body's flow of aether. As part of their training, monks learn to control this flow, and to control their chakras, opening their chakras to allow a veritable torrent of aether to flow through them. If left unchecked, such reckless exertion of one's aether can prove fatal, so a monk must be able to control their aether perfectly. Through the use of specialised combat forms, a monk can encourage their flow of aether and aid in its recovery when used. The reward, then, is the ability to focus their entire body's worth of aether into their arms and legs, transforming them into weapons of destruction, and allowing the monk to unleash extraordinary techniques to fell their foes.

DISCIPLES OF A GOD

The monks of the fist can trace their roots all the way back to the 6th Umbral Calamity. When the world was swallowed by the floods, many people were desperate to

THE MONK

Level	Proficiency Bonus	Features	Discipline	Chakra	Techniques Known
1st	+2	Disciplined Fist, Combat Forms, Unarmoured Defence	1d6	—	—
2nd	+2	Mantra, Masterful Blitz	1d6	2	2
3rd	+2	Monastic Brotherhood	1d6	3	3
4th	+2	Ability Score Improvement	1d6	4	3
5th	+3	Extra Attack	1d6	5	4
6th	+3	Rhalgr's Blessing, Monastic Brotherhood Feature	1d6	6	4
7th	+3	Purification	1d6	7	4
8th	+3	Ability Score Improvement	1d6	8	4
9th	+4	Combat Forms Improvement	1d8	9	4
10th	+4	Forms of Might	1d8	10	5
11th	+4	Perfect Balance	1d8	10	5
12th	+4	Ability Score Improvement	1d8	11	5
13th	+5	Improved Mantra	1d8	11	5
14th	+5	Monastic Brotherhood Feature	1d8	12	5
15th	+5	Formless Technique	1d8	12	6
16th	+5	Ability Score Improvement	1d8	13	6
17th	+6	Combat Forms Improvement	1d10	13	6
18th	+6	Monastic Brotherhood Feature	1d10	14	6
19th	+6	Ability Score Improvement	1d10	14	6
20th	+6	Enlightenment, Formless Technique	1d10	14	7

get themselves and their families to safety. Many hyur found their salvation in a brilliant comet that streaked across the night sky, revealing the path north into the high mountains of Gyr Abania. Even the floodwaters of the calamity could not fell the mighty spires of Gyr Abania, and so the refugees found sanctuary in its majestic mountains.

This comet was heralded is a sign from the God of Destruction himself, Rhalgr. This devotion eventually transformed into an organised religion, known as the Fist of Rhalgr. Over time, the monks of this monastic order sought a way to praise Rhalgr through the means the God was known for; destruction. As a result, the monks began to show their willingness and capability for destruction by practising on each other, engaging in ritual combat that served as the birth of the Fist of Rhalgr known today.

Over time, the Fist of Rhalgr evolved into a formidable military force with close ties to Ala Mhigo's royal family and eventually integrated into the nation's standing army. At this time, the monks wielded tremendous power and influence within the region. However, when the Mad King Theodoric took the throne, it wasn't long before he grew fearful of the order's strength - both physical and political. In just one of many acts of madness, he had the Temple of the Fist burned to the ground and its inhabitants slaughtered. The warrior monks hereafter were scattered to the wind along with their teachings. Only in recent years has the order finally begun to rebuild, bringing the teachings of Rhalgr back to the mountains of Gyr Abania.

CREATING A MONK

When you create your monk character, consider your connection to the religion at the heart of the Fist of

Rhalgr, and how it might have impacted you. Do you study and meditate on its practices diligently? Or perhaps is it a means to an end, necessary for you to acquire power?

Consider also the history of the order, and how you came to be trained in this manner. Did you simply find a soul stone buried beneath sand in Gyr Abania? Did you travel for months in search of a long-forgotten master?

And then, consider why you left that life of rigorous training and practice to become an adventurer. Did you complete your training, and set out in pursuit of a personal goal? Was your master killed, and now you seek revenge? Perhaps you are gathering allies to try and rebuild the order?

Due to the rigorous training and discipline required to become a monk, they are almost always lawful in alignment. If your character differs from this tradition, consider how and why that is the case.

QUICK BUILD

You can make a monk quickly by following these suggestions. First, you should make Strength your highest ability score, followed by Wisdom or Dexterity. Next, choose the acolyte background.

MULTICLASSING AND THE MONK

If your group uses the optional rule on multiclassing in the *Player's Handbook*, here's what you need to know if you choose monk as one of your classes.

Ability Score Minimum: As a multiclass character, you must have at least a Strength score of 13 to take a level in this class, or to take a level in another class if you are already a monk.

Proficiencies Gained: If monk isn't your initial class, here are the proficiencies you gain when you take your first level as a samurai: Simple weapons, scimitars and blowguns

CLASS FEATURES

As a monk, you gain the following class features

HIT POINTS

Hit Dice: 1d10 per monk level

Hit Points at 1st Level: 10 + your Constitution modifier

Hit Points at Higher Levels: 1d10 (or 6) + your Constitution modifier per monk level after 1st

PROFICIENCIES

Armor: None

Weapons: Simple weapons, claws, knuckles scimitars, blowguns

Tools: One artisan's tools of your choice

Saving Throws: Strength, Wisdom

Skills: Choose two from Acrobatics, Athletics, History, Insight, Medicine, Perception, Religion, Stealth

EQUIPMENT

You start with the following equipment, in addition to the equipment granted by your background:

- (a) a quarterstaff or (b) a simple weapon
- (a) a priest's pack or (b) an explorer's pack
- 10 darts

DISCIPLINED FIST

At 1st level, your practice of martial arts gives you mastery of the unique combat style of your order. You gain the following benefits:

- You can use a d6 in place of the normal damage dice of your unarmed strikes or melee weapons. This die changes as you gain levels in this class, as shown in the Discipline column of the Monk table.
- Your unarmed strike can deal your choice of bludgeoning, slashing or piercing damage.
- Your unarmed strike counts as a melee weapon for the purpose of any feature, effect or spell that requires a melee weapon.
- Your melee weapon attacks and unarmed strikes deal double damage against objects and structures.

You can't gain these benefits if you are wearing armour, wielding a shield, or wielding a weapon with the two-handed or heavy properties.

COMBAT FORMS

Also at 1st level, you have mastered unique combat forms to give you an edge in battle. You have three combat forms; Coeurl form, Opo-Opo form and Raptor form. Each form grants you unique benefits while you are maintaining that form, as specified in the form's description.

When you start your turn, you can assume a combat form of your choice, or assume a different form if you are already maintaining a form. You can maintain your chosen form indefinitely, so long as you are not wearing armour, wielding a shield, or wielding a weapon with the

two-handed or heavy properties. You also lose your current form if you are knocked prone, grappled or incapacitated.

Coeurl Form. An aggressive stance based on the Coeurl's hunting prowess. While in Coeurl form, you have a +2 bonus to damage rolls of your melee weapon attacks and unarmed strikes using Strength, and you can use a bonus action on your turn to make one unarmed strike.

When you reach 9th level, the damage bonus increases to +3, and at 17th level, it increases to +4.

Opo-Opo Form. A defensive stance based on the Opo-Opo's evasive nature. While in Opo-Opo form, you have a +1 bonus to AC, and you can use a bonus action on your turn to take the Disengage action.

When you reach 9th level, the AC bonus increases to +2, and at 17th level, it increases to +3.

Raptor Form. A swift stance based on the Raptor's impressive mobility. While in Raptor form, your speed increases by 10 feet, and you can use a bonus action on your turn to take the Dash action.

When you reach 9th level, the bonus speed increases to 20 feet, and at 17th level, it increases to 30 feet.

UNARMoured DEFENCE

Beginning at 1st level, while you are wearing no armor and not wielding a shield, your AC equals 10 + your Dexterity modifier + your Strength modifier.

MANTRA

At 2nd level, you can focus on a mantra to quell your mind and spirit during meditation. When you finish a short or long rest, choose one of the following mantras. You gain the benefit of your chosen mantra until you use this feature again. You must spend at least 10 minutes of the rest meditating and repeating your mantra to do so.

Riddle of the Body. You ruminate on your understanding of the physical body. You gain a climbing speed equal to your walking speed, and your jump height and distance is doubled.

Riddle of the Mind. You ruminate on your understanding of the conscious mind. You can understand any language spoken by another creature.

MASTERFUL BLITZ

Also at 2nd level, your understanding of your chakra allows you to unleash devastating techniques.

Chakra. You have access to two chakra. Your monk level determines the number of chakra you have, as shown in the Chakra column of the Monk table. You use your chakra to fuel and unleash your blitz techniques. Once you use a chakra, it is unavailable to you until you finish a short or long rest. Your use of chakra represents the closing of open chakra gates, and when you finish a rest, your meditation and focus allow you to reopen your gates.

Blitz Techniques. You know two blitz techniques of your choice, which are presented at the end of the class description. You learn more blitz techniques as you gain

levels in this class, as shown in the Techniques Known column of the Monk table. When you gain a level in this class, you can choose one of the blitz techniques you know and replace it with another technique you meet the requirements for.

When you use a technique, you spend a number of Chakra up to your Wisdom modifier (minimum of 1) to fuel it, increasing its power for each chakra you spend.

Form Requirements. Your blitz techniques require you to be maintaining a specific form in order to use it, as specified in its description.

Saving Throws. Some of your techniques require your target to make a saving throw to resist the technique's effects. The saving throw DC is calculated as follows:

$$\text{Masterful Blitz save DC} = 8 + \text{your proficiency bonus} + \text{your Strength modifier}$$

MONASTIC BROTHERHOOD

When you reach 3rd level, you commit yourself wholly to a monastic brotherhood, splinters of the original Fist of Rhalgr sect that commit themselves to studying and understanding one of the fundamental elements of Rhalgr's doctrine and the world. Choose from the Brotherhood of Fire, Brotherhood of Earth, Brotherhood of Wind, Brotherhood of Water or Brotherhood of Void. Your choice grants you features at 3rd level, and again at 6th, 14th and 18th level.

ABILITY SCORE IMPROVEMENT

When you reach 4th level, and again at 8th, 12th, 16th, and 19th level, you can increase one ability score of your choice by 2, or you can increase two ability scores of your choice by 1. As normal, you can't increase an ability score above 20 using this feature.

EXTRA ATTACK

Beginning at 5th level, you can attack twice, instead of once, whenever you take the Attack action on your turn.

RHALGR'S BLESSING

Starting at 6th level, the damage of your unarmed strikes and Masterful Blitz techniques counts as magical for the purposes of overcoming resistance and immunity.

PURIFICATION

At 7th level, your mastery over the aether flowing through you allows you to rid your body of harmful effects. You can spend one chakra as an action to end either the blinded, deafened or poisoned condition on yourself.

Alternatively, you can spend three chakra to end one effect that is reducing your Strength, Dexterity or Constitution score, or one effect reducing your hit point maximum.

FORMS OF MIGHT

At 10th level, your mastery over the ways of Rhalgr improves your combat forms in the following ways.

Coeurl Form. You have advantage on the first attack roll you make while in Coeurl form.

Opo-Opo Form. While in Opo-Opo form, you have advantage on Dexterity saving throws.

Raptor Form. When you take the Dash action while in Raptor Form, opportunity attacks made against you have disadvantage until the end of your turn.

PERFECT BALANCE

From 11th level, when you start your turn, you can spend 3 chakra to enter a special stance, gaining all the benefits of Coeurl, Opo-Opo and Raptor form until the start of your next turn. While in this stance, you can also use any Masterful Blitz technique you know without needing to meet the form requirement.

IMPROVED MANTRA

Starting at 13th level, you become more attuned to your spiritual self. When you finish a short or long rest, you can choose two mantras to gain the benefits of, rather than only one. Moreover, when you perform a mantra as part of a short rest, you can roll any hit dice you spend twice and choose either result.

FORMLESS TECHNIQUE

At 15th level, you have practised one of your techniques to utter perfection. Choose one of the Masterful Blitz techniques you know. You can use that technique without needing to meet the form requirements.

When you reach 20th level, you can choose another technique to gain this benefit.

ENLIGHTENMENT

When you reach 20th level, your martial and spiritual training reaches its absolute peak. Your Strength and Wisdom scores increase by 4. Your maximum for those scores is now 24.

MONASTIC BROTHERHOODS

The teachings of Rhalgr are numerous and can be interpreted in myriad ways by myriad people. The monastic brotherhoods that formed after the destruction of Rhalgr's Reach set about studying these teachings, with most focusing their efforts on specific elements of the doctrine. From this, new fighting styles arose, inspired by the new spiritual lessons learned, and drawing strength from the elements of the world.

BROTHERHOOD OF FIRE

Fire, as a fundamental element of the universe, represents far more than wanton destruction. It represents warmth and passion, love and anger and a million things more. To the Brotherhood of Fire, it represents a powerful force that must be wielded with care – much like the martial stylings of the Monks as a whole. By studying this aspect, they learn to wield the power of flame with all the care and restraint it demands.

RIDDLE OF FIRE

At 3rd level, you gain a new mantra option, the Riddle of Fire. You ruminate on your understanding of fire, and all it represents. You gain darkvision out to 60 feet, and can use an action to create a magical, harmless flame in your hand that sheds bright light out to 30 feet and dim light for an additional 30 feet. The flame persists for 10 minutes, or until you choose to snuff it (no action required)

FISTS OF FLAME

At 3rd level, you learn to channel fire through your strikes. When you enter a combat form at the start of your turn, you can spend 1 chakra to engulf your hands, feet and weapons in flame. Until the end of your turn, your melee weapon attacks and unarmed strikes deal fire damage instead of their regular damage, and gain a bonus to the damage roll equal to your Wisdom modifier.

RESTRAINED WILL

Also at 3rd level, when you use a Masterful Blitz technique that deals damage in an area, you can spend one additional chakra to cause any number of creatures in that area to be immune to the technique's effects.

LASHING CINDERS

At 6th level, when you use Fists of Flame, you can spend one additional chakra to increase your reach by 10 feet for the duration.

BLAZING WILL

Starting at 14th level, whenever you fail a Wisdom saving throw, you can spend 2 chakra to reroll the saving throw. You must use the new roll. If you then succeed, the creature that forced you to make the save takes fire damage equal to your Wisdom modifier.

FORMS OF FIRE

When you reach 18th level, you have completed your attunement to the aspect of fire, channelling it through your combat forms. Each of your combat forms gains the following benefits:

Coeurl Form. The first time you deal damage to a creature in Coeurl form, you deal an additional 1d10 fire damage.

Opo-Opo Form. You are immune to fire damage while in Opo-Opo form.

Raptor Form. While in Raptor form, you can move through the space of any creature as if it were difficult terrain, causing it to take fire damage equal to your Wisdom modifier. A creature can take damage this way only once per turn.

BROTHERHOOD OF EARTH

Still and silent as the stone crags of Gyr Abania, the Brotherhood of Earth have taken up the role of guardians of the land and protectors of its creatures. Inspired by Rhalgr's guiding comet, they sought a way to defend those dear to them, so that that another madman like

King Cedric would never again commit such evil acts. By attuning themselves to the element of earth, they achieved this, drawing on the dirt and rock the world over to bring swift justice.

RIDDLE OF EARTH

At 3rd level, you gain a new mantra option, the Riddle of Earth. You ruminate on your understanding of earth, and all it represents. You gain tremorsense out to 10 feet, and you can use your action to strike the ground and learn the locations of every creature touching the ground within 30 feet of you.

EARTH'S REPLY

Also at 3rd level, when a creature you can see within 30 feet of you deals damage to you or another creature within 5 feet of you, you can spend chakra as a reaction to strike the earth and assail it with a tumult of earth. Choose a point you can see within 5 feet of the creature. A 15-foot cone of earth erupts from that point in the direction of the creature, forcing it and any other creature caught in the cone to make a Strength saving throw against your Masterful Blitz save DC. On a failed save, a creature takes 1d8 bludgeoning damage for each chakra spent, or half as much on a successful one.

STONE STANCE

At 6th level, when you enter a combat form at the start of your turn, you gain temporary hit points equal to a roll of your Discipline Die + your Wisdom modifier. Moreover, while you retain these temporary hit points, you can't be forcibly moved against your will and have advantage on saving throws against being knocked prone.

SHATTERPOINT

At 14th level, your mastery over earth allows you to break down a foe's defences. When you deal bludgeoning damage to a creature that has temporary hit points or a temporary increase to its hit point maximum, you can spend a chakra to force to make a Constitution saving throw. On a failed save, the creature loses all temporary hit points or bonuses to its hit point maximum and takes damage equal to the number of points lost.

FORMS OF EARTH

At 18th level, you have completed your attunement to the aspect of earth, channelling it through your combat forms. Each of your combat forms gains the following benefits:

Coeurl Form. The first time you deal bludgeoning damage while in Coeurl form, you ignore resistance to bludgeoning damage, and treat immunity to it as a resistance instead.

Opo-Opo Form. When you enter Opo-Opo form, creatures of your choice within 5 feet of you gain temporary hit points equal to your Wisdom modifier.

Raptor Form. While in Raptor form, you ignore difficult terrain.

BROTHERHOOD OF WIND

While Rhalgr claims mastery over lightning, the element of wind is not a far cry from his domain. As such, the Brotherhood of Wind seeks to bring it under their own charge, uniting the destructive might of the sky itself under a single martial art.

RIDDLE OF WIND

At 3rd level, you gain a new mantra option, the Riddle of Wind. You ruminate on your nature of wind, gaining an understanding of the subtle currents and movements in the sky. You always know what the weather will be at your current location for the next 24 hours. Moreover, you always know the location of any flying creature within 60 feet of you that is not behind total cover.

THUNDERCLAP STEP

At 3rd level, the wind itself carries your steps. When you enter a combat form at the start of your turn, you can spend one chakra to teleport to an unoccupied space within 5 feet of a creature you can see and that is within 30 feet of you. When you do so, your melee weapon attacks an unarmed strike this turn deal thunder damage instead of the usual damage type. You also gain an additional effect based on the form you assume:

Coeurl Form. Immediately after you use Thunderclap, creatures of your choice within 5 feet of you take thunder damage equal to your Wisdom modifier.

Opo-Opo Form. While in Opo-Opo form, one other willing creature of your choice that is within 5 feet of you can also teleport to an unoccupied space within 5 feet of your target creature.

Raptor Form. While in Raptor form, Thunderclap Step's range is doubled to 60 feet.

TAILWIND

Starting at 6th level, you can spend two chakra as a bonus action to conjure a 10-foot wide, 30-foot long line of wind originating from you that lasts for 1 minute or until you use this feature again. Friendly creatures in the tailwind have their movement speed increased by 10 feet as well as having their jump distance doubled. Hostile creatures in the area have their movement speed decreased by 10 feet, and their jump distance halved.

THUNDERSTRUCK

From 14th level, you can call the wind's fury to assail your foes. Once per turn when you deal thunder damage to a creature, you can spend one chakra to force it to make a Constitution saving throw against your Masterful Blitz save DC. On a failed save, the creature takes half as much damage as lightning damage at the end of its next turn.



HYUR MONK OF WIND

FORMS OF WIND

At 18th level, you have completed your attunement to the aspect of wind, channelling it through your combat forms. Each of your combat forms gains the following benefits:

Coeurl Form. While in Coeurl form, when you hit a creature with a melee weapon attack or unarmed strike, one creature of your choice within 5 feet of the target takes thunder damage equal to your Wisdom modifier.

Opo-Opo Form. While in Opo-Opo form, you can take the Dodge action as a bonus action.

Raptor Form. While in Raptor form, you have a flying speed equal to your walking speed.

BROTHERHOOD OF WATER

The Brotherhood of Water has spent many years developing a unique talent for healing. At first, their teachings seem a direct contrast to the way of Rhalgr, but they draw much of their inspiration from the stories of Nymeia, the healer, and how she created Rhalgr to bring balance. Thus, the Brotherhood of Water strives to bring balance by healing the sick as much as they destroy the wicked.

RIDDLE OF WATER

At 3rd level, you gain a new mantra option, the Riddle of Water. You ruminate on your understanding of water and all it represents. You gain a swimming speed equal to your walking speed, can hold your breath for up to 10 minutes, and can walk across liquid surfaces without falling through unless you choose to.

HEALING WATERS

At 3rd level, you are able to infuse water with mystical power to heal wounds. As an action, you can spend a number of chakra up to your Wisdom modifier to heal a creature you can see within 5 feet of either you or a body of water that you can see. For each chakra spent, the creature regains hit points equal to 1 + a roll of your Discipline die.

If you are able to make multiple attacks using the Attack action, you can use this feature in place of one of them.

CHAKRA POOL

Starting at 6th level, you can spend two chakra as a bonus action to create a 10-foot diameter pool of healing centered on a point you can see within 30 feet of you. The pool manifests as a shimmering puddle of water, and lasts for 1 minute. A friendly creature standing in the pool has resistance to fire damage, and whenever it receives healing, it can roll the dice twice and choose either result. The pool also counts as a body of water for the purposes of your Healing Waters feature.

BENEVOLENT STREAM

At 14th level, when you use Purification, you can choose to use it on a creature within 5 feet of either you or your chakra pool instead of yourself. Moreover, when you use Improved Mantra to reroll hit dice during a short rest, you can extend this benefit to any other creature that took the short rest with you.

FORMS OF WATER

At 18th level, you have completed your attunement to the aspect of water, channelling it through your combat forms. Each of your combat forms gains the following benefits:

Coeurl Form. When you use Healing Waters while in Coeurl form, the target has advantage on the next attack roll it makes.

Opo-Opo Form. While in Opo-Opo form, you can use Healing Waters as a bonus action.

Raptor Form. When you enter Raptor Form, you can teleport to your Chakra Pool, so long as it is within 60 feet of you.





BROTHERHOOD OF VOID

Within the traditional elements of the Monks of Rhalgr, void is one seldom seen nor understood. To the Brotherhood of the Void, it represents all the energies yet unseen by mortal eyes, all that exists in the space between spaces; the ethereal plane. By channelling void, the Brotherhood gains an understanding of the ethereal, positioning themselves as stewards of the unseen to safeguard the material and ethereal in tandem.

RIDDLE OF VOID

At 3rd level, you gain a new mantra option, the Riddle of Void. You ruminate on your understanding of void, deciphering secrets of the ethereal. You can see into the ethereal plane within 15 feet of you and you can speak with and understand a creature in the ethereal plane you can see, and vice-versa if you are on the ethereal plane. You must share a language with the creature to do so.

VOID STRIKE

Starting at 3rd level, you can slip between planes when you strike. Once per turn, when you make an unarmed strike, you can spend one chakra to make the attack from a space you can see within 30 feet of you, as if you were standing there. When you do so, all the damage dealt by the attack becomes force damage, and the attack deals additional damage equal to a roll of your Discipline dice.

ETHEREAL SEEKER

At 6th level, you can spend one chakra as a bonus action to be able to see invisible creatures within 60 feet of you

for 1 minute, and double the range of Riddle of Void for the same duration if you are currently benefiting from it.

Moreover, when you finish a short or long rest and use the Riddle of Void mantra as part of that rest, you can send your spirit into the ethereal plane to locate one creature or object you are familiar with, so long as it is within 1 mile of you. You retain its location in your mind for 1 hour after finishing the rest.

ETHEREAL RETREAT

From 14th level, whenever a creature deals damage to you, you can spend chakra as a reaction to slip into the ethereal plane until the start of your next turn. When you do so, you can choose a number of creatures within 5 feet of equal to the number of chakra spent beyond the first to also gain this benefit until the start of their next turn.

FORMS OF VOID

At 18th level, you have completed your attunement to the aspect of void, channelling it through your combat forms. Each of your combat forms gains the following benefits:

Coeurl Form. While in Coeurl form, Void Strike deals additional damage equal to your Wisdom modifier.

Opo-Opo Form. While in Opo-Opo form, you have resistance to non-magical bludgeoning, piercing and slashing damage.

Raptor Form. When you use Void Strike while in Raptor Form the range is doubled to 30 feet.

BLITZ TECHNIQUES

If a technique has prerequisites, you must meet them to learn it. You can learn the technique at the same time you meet its prerequisites. The techniques are presented in alphabetical order.

ARM OF THE DESTROYER

Form: Opo-Opo

When you take the Attack action, you can forgo one of your attacks to you strike the ground with devastating force. Creatures within 30 feet of you must make a Strength saving throw. On a failed save, a creature takes 1d6 thunder damage for each chakra you spent, and is pushed back 15 feet. On a successful save, a creature takes half as much damage and is only pushed back 5 feet.

If you use this technique while at least 10 feet in the air, you come crashing down, increasing the radius to 60 feet and subtracting up to 50 feet from the fall when calculating the fall damage.

CELESTIAL REVOLUTION

Prerequisite: 10th level

Form: Opo-Opo

When you make an unarmed strike, you can spend chakra to deliver a sweeping skyward moonsault against a creature within reach. You can make the attack against any creature that is up to 30 feet above you. On a hit, the target takes an extra 1d8 damage for each chakra spent, and if it is flying, it must make a Strength saving throw or be knocked prone.

DEMOLISH

Prerequisite: 5th level

Form: Coeurl

When you hit a creature with a weapon attack or unarmed strike, you can spend chakra to sunder its defences. The target must succeed on a Constitution saving throw. On a failed save, its AC is reduced by an amount equal to the number of chakra you spent for 1 minute. On a successful save, its AC is only reduced by half the amount, and the effect ends at the start of the creature's next turn. If you have advantage on the attack, then the creature has disadvantage on its saving throw.

DRAGON KICK

Prerequisite: 5th level

Form: Opo-Opo

When you hit a creature with a weapon attack or unarmed strike, you can spend chakra to deliver a devastating blow. The target takes an extra 1d6 damage for each chakra spent, or 1d10 if the attack beat the target's AC by 5 or more.

ELIXIR FIELD

Prerequisite: 15th level

Form: Coeurl

When you take the attack action, you can forgo one of your attacks to blast a gale of concentrated aether in either a 30-foot long, 5-feet wide line, or in a 30-foot radius around you. Creatures caught in the area must make a Dexterity saving throw, taking 1d12 radiant damage for each chakra spent on the attack, or half as much on a successful one.

FLINT STRIKE

Form: Coeurl

When you hit a creature with a melee weapon attack or unarmed strike, you can spend chakra to release a burst of flame. The target and each creature of your choice within 5 feet of it other than you must make a Constitution saving throw, taking 1d6 fire damage for each chakra spent on a failed save, or half as much on a successful one.

FOUR-POINT FURY

Prerequisite: 5th level

Form: Raptor

When you take the attack action, you can forgo one of your attacks to deliver a sweeping kick around you. Creatures within 15 feet of you must make a Dexterity saving throw. On a failed save, a creature takes 1d6 damage for each chakra you spent, and is knocked prone. On a successful save, it takes half as much damage and isn't knocked prone.

HAYMAKER

Prerequisite: 5th level

Form: Opo-Opo

When you hit a creature with a melee weapon attack or unarmed strike, you can spend chakra to deliver a concussive blow. The creature must make a Constitution saving throw. On a failed save, the creature cannot take reactions and can only take an action or a bonus action on its turn, but not both. These effects last until the end of your next turn. For each additional chakra spent beyond the first, the duration increases by one round, and the creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

HOWLING FIST

Form: Opo-Opo

When you hit a creature with a melee weapon attack or unarmed strike, you can spend chakra to deliver the blow with the force of the wind. The creature and each creature in a 60-foot long, 5-feet wide line behind it must make a Strength saving throw. On a failed save, the creatures take 1d6 thunder damage for each chakra spent and are deafened. On a successful save, a creature takes half as much damage and suffers no other effect.

ONE ILM PUNCH

Form: Raptor

When you make a melee weapon attack or unarmed strike, you can spend chakra to deliver an accurate, debilitating strike to the target. The target must make a Wisdom saving throw. On a failed save, you end one beneficial spell on the creature. The spell must be of a level equal to or lower than the number of chakra spent.

PHANTOM RUSH

Prerequisite: 10th level

Form: Coeurl

As an action, you channel chakra to vanish and strike like a phantom. Choose a number of creatures up to the number of chakra spent within 30 feet of you. Make a melee weapon attack or unarmed strike against each target, each of which deals an additional 1d8 force damage. If an attack misses, it deals half damage instead of no damage.

You can then teleport to an unoccupied space within 5 feet of one of the targets.

RISING PHOENIX

Prerequisite: 10th level

Form: Raptor

As an action, you rise up in a gout of flame. Creatures within 10 feet of you must make a Constitution saving throw, taking 1d6 fire damage for each chakra spent on a failed save, or half as much on a successful one.

You then rise 15 feet into the air, along with any creature that failed their Strength saving throw. You only fall at the end of your next turn, and you don't take fall damage when you fall this way. A creature that fails the saving throw falls as normal.

ROCKBREAKER

Form: Coeurl

When you take the attack action, you can forgo one of your attacks to deliver a pulverizing shockwave in a 15-foot cube in front of you. Creatures caught in the area must make a Constitution saving throw. On a failed save, a creature takes 1d8 thunder damage for each chakra spent and has its speed reduced to 5 feet until the end of your next turn. On a successful save, a creature takes half as much damage and suffers no other effect. A nonmagical object that isn't being worn or carried takes double the damage if it's in the area.

STEEL PEAK

Prerequisite: 5th level

Form: Coeurl

When you hit a creature with an unarmed strike or unarmed strike, you can spend chakra to deliver a strike at the target's vitals. The creature must succeed on a Constitution saving throw, or be stunned until the end of your next turn. For each additional chakra spent beyond the first, the duration increases by one round. The stunned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

SIX-SIDED STAR

Prerequisite: 15th level

Form: Raptor

As an action, you channel chakra and move up to 15 feet for each chakra spent. This movement doesn't provoke opportunity attacks. If you come within reach of another creature during that move, you can make one melee weapon attack or unarmed strike against that creature.

TORNADO KICK

Form: Raptor

When you hit a creature with a melee weapon attack or unarmed strike, you can deliver a strike with the force of a tornado. The target takes an extra 1d6 thunder damage for each chakra spent and must make a Strength saving throw. On a failed save, it is pushed back 5 feet for each chakra spent, or half as far on a successful save. You can then move up to your speed to an unoccupied space within 5 feet of the creature.

TOUCH OF DEATH

Prerequisite: 15th level

Form: Opo-Opo

When you hit a creature with a melee weapon attack or unarmed strike, you can spend chakra and force it to make a Constitution saving throw. On a failed save, it becomes afflicted with lingering agony, taking 1d4 necrotic damage for each chakra spent, and must repeat the save at the end of each of its turns for the next minute, ending the effect on a success. Each time the creature fails the save, you roll one less d4 the next time it takes damage from this effect, to a minimum of 1d4. On a successful save, a creature takes half as much damage and suffers no other effect.

TWIN SNAKES

Prerequisite: 5th level

Form: Raptor

When you hit a creature with a melee weapon attack or unarmed strike, you can deliver a deadly strike that turns the target's own aether into a poison. The target must make a Constitution saving throw. On a failed save, the creature becomes poisoned until the end of your next turn. While poisoned this way, the target also has disadvantage on Constitution saving throws made to maintain concentration on a spell. For each additional chakra spent beyond the first, the duration increases by one round, and the poisoned creature can repeat the saving throw at the end of each of its turns, ending the effect on a success.

THE MONK

CHANGELOG

V2

- Clarified that Six-Sided Star's movement doesn't provoke opportunity attacks.

V1 16/05/2024

- First draft of the class, complete with 3 subclasses, 2 beta subclasses, and 18 Masterful Blitz techniques.

